

## ABSTRACT

**[0042]** A method for programming graphic control devices, such as faders, allows a user to graphically associate numeric and/or textual characters with a graphic control device to program the device. As an example, the characters may be graphically associated with the graphic control device by dragging the characters to the device, drawing a graphic directional indicator (e.g., arrow), or grouping the characters and the device together. The numeric characters can be used to set the graphic control device to a setting that equals the numeric value represented by the numeric characters. In addition, the numeric characters can be used to define the range and the scaling resolution of the graphic control device. The textual characters can be used to assign or program the function of the graphic control device, such as volume control, as well as the label of the graphic control device.